

Image size and resolution

- # of pixels in image

- DPI of image

- size of and dpi of monitor

multiply pixels to get megapixels

- print dpi 200 to 300 for good print quality

Maths-

image size in pixels divided by dpi gives you max print size

desired print size times dpi gives you pixel size of image you need to make print

Content aware fill

- works best on small objects with organic backgrounds

- Edit>fill

Clone stamp

- Option-click to set copy point

- [] to change size of brush

Photoshop notes

Photoshop interface-

Lots of ways to do things
complex program

Menu Bar

Commands

single shot- no options in
command

dialog command- have ...
choose attributes

checkmarks turns on and off
setting

toolbar-

select tool and do something in
image window

Options bar

options to modify settings of
currently selected tool

panels- palettes

contains controls for certain
aspects of project, color, history,
layers

image window

workspace

Default panels that should be open

layers

colors

adjustments

history

opening images in new project
open in control click

copy paste into new layer

smart object resize without
degradation

layer transparency, opacity,
blending styles

Marquee and lasso tool

most basic selection tools
click and drag from edge
option-drag from center
modifier keys alter behavior holding

key

selection can be clicked and
dragged

constrain to perfect square hold
shift

add to selection hold shift-non
contiguous

alt key subtract from selection

selection only affects active layer

selection =mask

Refine edge go through process

Adjustment layers

non destructive

adjustments under image

**menu change the pixels when
image is saved**

option-click mask- show b and w
layer

command-click mask- show
selection

with selection on (marching ants)

create an adjustment layer, creates
layer with mask

Image size and canvas size pallet

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smart objects

undo smart object- rasterize

tools-

paintbrushes

paint bucket

gradation

- clone stamp
 - option click
 - brush preview
- spot healing
 - similar to clone stamp
 - can add variety to clone stamp

blend modes

Content aware fill

- fill with pixels selected from surrounding areas
- select around area you want to disappear
- shift delete- fill menu

photoshop notes

January 29, 2013

Map

Transform tools

- resize, interpolation

Smart objects

- allows an object to be resized without losing detail

- can't edit a smart object without rasterizing it

Masks

- adjustment layers

- history-saving

- refine edge to mask layer

- mask similar to selection, but can be a much more

visual way of accessing selection

- affects all layers underneath

- white=pass through

- black blocks the effect or image

photoshop day 2

300Pixel based program

pixel vs vector

pixel dimensions>dpi>print size

image size/ canvas size

transform tool

smart object- resize without loss of information (can't gain info, though)

review- marquee selection

add to and subtract

Selection and masks- differences-select manipulatable area, mask-painted area is un
manipulatable, can vary in transparency, similarities can switch between the two

use whatever fits your workflow

Quick select-edge

option-subtract

magic wand-color areas

Select menu- refine edge, also button

view- show different mask views-use which ever works, try switching views

radius- increase transition areas-PS finds edges

smart radius- PS differentiates between soft/complex and hard-even edges

use show radius button to see transition area

refine using brush buttons and sliders

Finish with decontaminate colors-helps control bleed

output to new layer with mask, output to selection to copy and paste normally

If have time, go over adjustment layers- non destructive, can use with masking black to disappear adjustment, white to appear it